



Make Your Program a Maker Space

We're excited to announce that Shawn and Stephanie Grimes of the **Digital Harbor Foundation** will join us in Phoenix next month to present two workshops at the **2016 School's Out, Make It Count Conference** on Saturday, October 22. As top 10 presenters at the recent NAA Conference, these are workshops you don't want to miss! Here's a glimpse at what they will present:

Maker Space Projects for Out-of-School Time

As part of our STEM Track, this workshop will provide an overview of the maker movement, how it merges both creativity and STEM concepts, and how it is being integrated in out-of-school time programs. Learn why it is important for youth to develop the skills that maker spaces help to develop, and work hands-on with maker activities that are perfect for any out-of-school time program serving youth in grades 3 through 8.



STEM Workshop Track Sponsor



Bringing the Maker Movement to Your Program

As part of our Leadership Track, this workshop is for out-of-school time program leaders who want to learn how to affordably implement "making" across their programs, and how to foster enthusiasm and interest in maker projects and spaces, in staff, youth and parents. Learn best practices and activities to assist you in the implementation of maker projects.

[Learn more and register for the Conference](#)

Pixar in a Box

Pixar partnered with Khan Academy to create a new online curriculum - Pixar in a Box - that dives into how the studio fuses art, tech, science, engineering, and math to develop top-shelf animated cinema. Created with middle and high school students in mind but available to everyone, Pixar in a Box's interactive

exercises, in-depth video lessons, and hands-on activities are a perfect way to inspire creative thinking!

Start here



Four STEM Tools to Get Kids Learning and Exploring Outdoors

Believe it or not, technology can be a means to get kids actively exploring the outdoors. KQED's Mind/Shift suggests 4 STEM apps to "get kids moving in different ways, whether by looking up at the sky, analyzing how their own bodies move, discovering unique objects to photograph, or getting muddy at their local watershed."



Check out these STEM apps

Arizona Center for Afterschool Excellence

azafterschool.org/STEM

